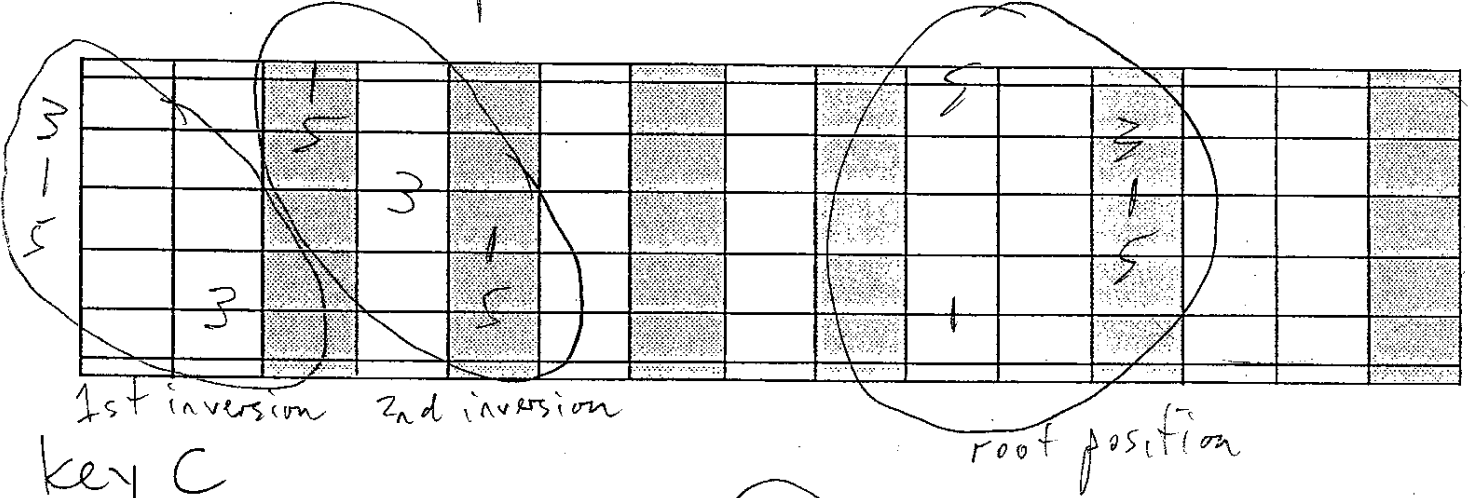
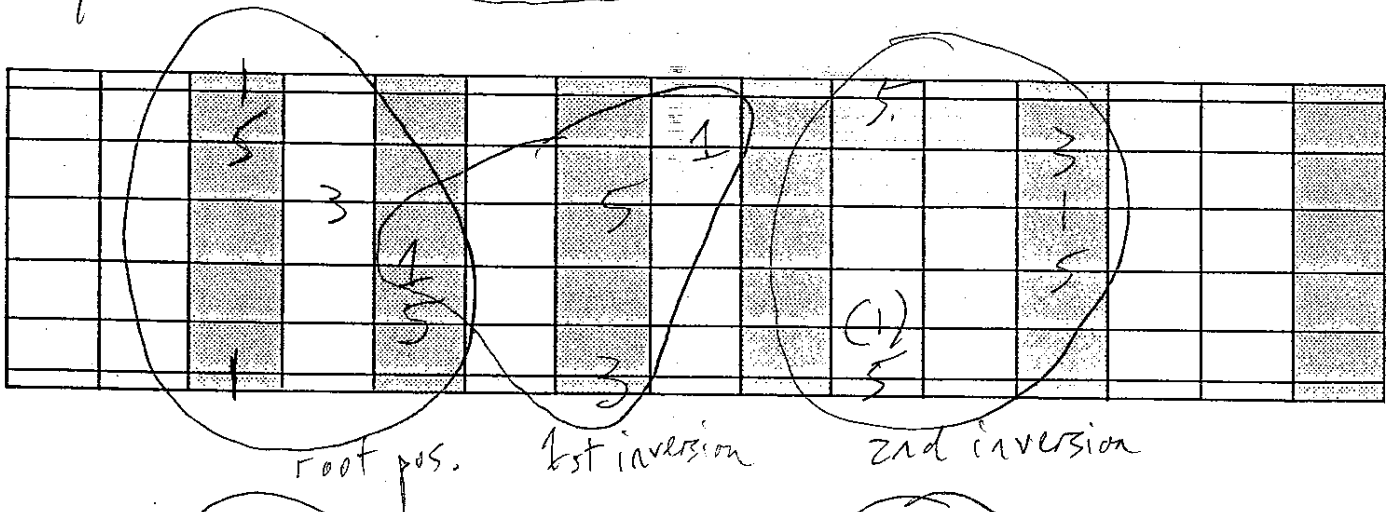


key G

basic inversions



key C

